

2in1

ROLLING CRASH

A THRILLING DRIVE!! A VICTORIOUS FEELING!!

The main image features a large, detailed model of a blue and white racing car with 'Nichebutsu' and 'Self' branding. In the foreground, the 'Rolling Crash' arcade game is shown in two configurations: a horizontal cabinet and a vertical upright cabinet. The horizontal cabinet has a screen displaying a racing scene and two control panels. The upright cabinet has a larger screen and a single control panel. Both cabinets feature colorful artwork of the game's characters and vehicles.

RC-10001
2-in-1
(Change-over model)
• Height: 800~750 mm
(Can be adjusted in five stages)
• Width: 508 mm
• Depth: 538 mm
• Power source: 100V~240V/100W
• C.R.T.: 14 inch

RCA-1001
(Upright model specification)
• Height: 1750 mm
• Width: 700 mm
• Depth: 850 mm
• Power source: 100V~240V/110W
• C.R.T.: 20 inch

Rolling Crash
You can select either Rolling Crash or Moon Base

Moon Base



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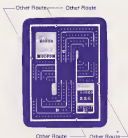
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PLAYING RULES

Rolling Crash

OPENING OF OTHER LANES ACTIVATES NEW REVERSE- RUN MECHANISM!!

When playing rolling Crash a red car (micro-computer-controlled) is driven on a course and the player tries to avoid a collision with his yellow car by changing lanes with a lever. A point is scored when targets are wiped out on a lane. The yellow car's speed is controlled by a button. The racing course is figure-eight-shaped. In 2, 4, 6 or 8 patterns, other lanes are opened, which causes the cars to reverse. It is an extremely thrilling game.



- ★ This game is designed to be played by one or two players.
- ★ Use one coin for a single's game, and two coins, for a double's game.
- ★ Put in the coin and the game will start when you press the button for "single" or "double".
- ★ The player must drive his car (yellow one) safely not to make his car crash into the red one which comes towards the player's car from the front. Drive with the handle lever. The target disappears when the player drives safely. To accelerate, press the "high-speed" button on the right side.
- ★ Each time the target disappears, points accumulate.
- ★ The mark appears at the center and when the mark, called BIBINSA, disappears from the screen, the driver gets bonus points.
- ★ The selection of the drive course become advantageous when the "OTHER ROUTE" gate opens, the driving course becomes better.
- ★ When you reach 5000 points, the driver of the yellow car gets another car.
- ★ The game will be over when the yellow cars has have crashed.

POINT

Patterns	Target Point	Bonus Points	Other Route	Red Cars (Computer)
1	3 Points x 200 600 Points	200 Points		1
2	3 Points x 200 600 Points	200 Points	Open	1
3	5 Points x 200 1000 Points	200 Points		1
4	5 Points x 200 1000 Points	300 Points	Open	1
5	10 Points x 200 2000 Points	400 Points		2
6	10 Points x 200 2000 Points	400 Points	Open	2
7	15 Points x 200 3000 Points	500 Points		2
8	15 Points x 200 3000 Points	500 Points	Open	2

Moon Base

- ★ Destroy the monsters with laser gun by pressing laser eject button.
- ★ Another laser gun will be added when the score reaches 2000 points.
- ★ When the laser guns are destroyed by the monsters or the monsters occupy the moon base, the game is over.

